

IN THE CLAIMS

Please cancel Claim 9, and amend claims 1-2, 10, 13-21, 23-25, 34, 36-40, 42, 47-52, 60, 64 and 71 as follows:

1. (*Currently amended*) A method of communicating between users, the method comprising:

contracting with an owner of an image for use of said image ~~in a computer in a~~
graphic environment approved by said owner, said image characterizing a source
of a product or service offered by said owner;

~~said computer displaying the said image to a first user to represent a second user~~
communicating with the said first user in the graphic environment that is
configured to allow various emotional expressions of said first and second users
as well as physical interactions, if desired, between a representation of said first
user and said image representing said second user to emulate an actual physical
interaction between said first and second users; and

~~said computer transferring a message between said first user and said second user~~
over a network.

2. (*Currently amended*) The method of claim 1, wherein said image represents a public
knowledge about said owner and distinguishes said source from other sources, further
comprising:

~~said owner using the image to identify a source of a product or service and to~~
~~distinguish said source from other sources;~~

3. (*Original*) The method of claim 1 further comprising:

registering said image with an agency of government as a trade mark, service mark,
or trade name of said owner.

4. (*Original*) The method of claim 1, wherein said image is formed by a plurality of
elements that together define a trade dress of a product or service of said owner.

5. (*Original*) The method of claim 1, wherein said image is a mascot of said owner.

6. *(Original)* The method of claim 1, wherein said owner owns a copyright in said image.
7. *(Original)* The method of claim 6, wherein said image is a character.
8. *(Original)* The method of claim 6 further comprising:
the owner being a source of dolls of said image.
9. *(Cancelled)*
10. *(Currently amended)* The method of claim 9~~1~~, wherein said graphic environment is said a background comprises being composed with a plurality of tiles.
11. *(Original)* The method of claim 10 wherein at least one tile in said plurality has different images and colors from another tile in said plurality.
12. *(Original)* The method of claim 10 wherein at least a group of tiles in said plurality are identical.
13. *(Currently amended)* The method of claim 9~~10~~, wherein said background is static relative to a screen of the computer.
14. *(Currently amended)* The method of claim 9~~10~~, wherein at least a part of said background moves relative to a screen of the computer.
15. *(Currently amended)* The method of claim 9-~~10~~ further comprising:
using at least a part of the background to identify a product or service of said owner.
16. *(Currently amended)* The method of claim 9~~10~~, wherein at least a part of said background is used for advertising.

17. (*Currently amended*) The method of claim 9~~10~~, wherein at least a part of said background includes a trade name, trade mark, trade dress, or service mark of an organization other than said owner.

18. (*Currently amended*) The method of claim 9~~10~~, wherein at least a portion of said background has an appearance of at least one room.

19. (*Currently amended*) The method of claim 9-10 further comprising changing said background in response to movement of at least a portion of said image.

20. (*Currently amended*) The method of claim 1, ~~wherein said computer is hereinafter "first computer" and said image is hereinafter "second image", the method further comprising: displaying a first image to represent said first user, wherein said representation of the first user, hereinafter "first image", first image does not identify a source of a product or service; and said image representing said second user is hereinafter "second image", and the method further comprising:~~

moving at least a portion of said first image in response to operation of a ~~portion of~~ said first computer by said first user; and

moving at least a portion of said second image in response to operation of a ~~portion of~~ a second computer by said second user.

21. (*Currently amended*) The method of claim 20 further comprising:

displaying a list indicating a plurality of first images including said first image, wherein each of said first images does not identify a source of a product or service; and

receiving from the first user an identity of said first image₁; wherein said displaying of first image to represent said first user is performed subsequent to said receiving.

22. (*Original*) The method of claim 20 further comprising:

receiving from the first user an identity of an emotion; and

replacing the first image with a modified version of said first image to express said emotion.

23. (*Currently amended*) The method of claim 22, wherein said emotion is hereinafter "first emotion," and the method further comprises:

receiving from the second user an identity of a second emotion; and

replacing the second image with a modified version of said second image to express said second emotion;

wherein said second emotion is one of a second plurality of emotions and said first emotion is one of a first plurality emotions, said second plurality being a subset of said first plurality.

24. (*Currently amended*) The method of claim 20 further comprising:

receiving from the first user an identity of an one of the physical interactions to be performed with the second user; and

replacing at least one of the first image and the second image with a modified version thereof, to perform said one of the physical interactions.

25. (*Currently amended*) The method of claim 24 wherein said physical interactions is includes punching, shoving or lifting another object in the graphic environment.

26. (*Original*) The method of claim 20 further comprising said second user using said second image in singing, dancing, telling jokes, or being a magician.

27. (*Original*) The method of claim 20 further comprising:

displaying a third image, hereinafter "object," and

automatically moving said object in response to movement of at least one of said first image and said second image.

28. (*Original*) The method of claim 20 further comprising:

said second user overriding said first user's manipulation of said first image at least part of the time.

29. *(Original)* The method of claim 20 further comprising:

receiving from the first user an instruction to morph; and replacing the first image with a morphed version of said first image.

30. *(Original)* The method of claim 1, wherein the message includes a voice recording of one of the first user and the second user.

31. *(Original)* The method of claim 1, wherein said message includes text and the method further comprises: displaying said text in a first location during receipt of said text, and displaying said text at a second location thereafter.

32. *(Original)* The method of claim 1, wherein said displaying is performed by a first computer operated by the first user, the method further comprising:
a server computer receiving the message over a network; and
the server computer transmitting the message to a plurality of computers including the first computer and a second computer operated by the second user.

33. *(Original)* The method of claim 32, wherein the message is hereinafter "first message" and said server computer supports confidential communication between said first user and said second user, and the method further comprising:

said first user transmitting a second message to said second user via said confidential communication, wherein said second message includes information related to purchase of said product or service;

wherein, during the confidential communication, the server computer transfers the second message to the second user but not to any other users.

34. *(Currently amended)* The method of claim 1, ~~further comprising~~ wherein said contracting with an owner of an image comprises:

the ~~first~~second user accessing a website of ~~said~~an organization; and downloading said image from said website.

35. (*Original*) The method of claim 1 further comprising:

the first user inserting a computer-readable storage medium into a first computer that displays the image; and

the first computer reading said image from said storage medium.

36. (*Currently amended*) The method of claim 1, wherein said message pertains to customer service or customer survey for ~~said~~an organization.

37. (*Currently amended*) The method of claim 1, wherein an ~~said~~-organization is a business and said message includes an offer to sell or an advertisement for said product or service.

38. (*Currently amended*) The method of claim 1, wherein an ~~said~~-organization is a church or a religious institution and said message includes a preaching.

39. (*Currently amended*) The method of claim 1, wherein an ~~said~~-organization is an educational institution and said message includes a teaching.

40. (*Currently amended*) The method of claim 1, wherein a plurality of employees of an ~~said~~-organization work in shifts twenty-four hours a day as said second user, to respond to messages from a plurality of first users including said first user.

41. (*Original*) The method of claim 1, wherein said image is hereinafter "second image" the method further comprising:

displaying a first image to represent said first user, wherein said first image identifies said source; and

moving at least a portion of said first image in response to operation of a portion of a first computer by said first user; and moving at least a portion of said second

image in response to operation of a portion of a second computer by said second user;

wherein said first computer and said second computer are included in said system of computers.

42. (*Currently amended*) The method of claim 1 further comprising:

displaying a list indicating a plurality of images including said first image and said second image, wherein each image identifies said owner;
receiving from the first user an identity of said first image; and
receiving from the second user an identity of said second image; wherein said displaying of images to represent said users is performed subsequent to said receivings.

43. (*Original*) The method of claim 42 further comprising:

checking if each of said first user and said second user has purchased said product or service; and performing said receiving only after said checking.

44. (*Original*) The method of claim 43 wherein said checking includes: prompting each user for a password.

45. (*Original*) A signal encoded in a carrier medium and including instructions to perform the displaying and transferring of claim 1.

46. (*Original*) A computer readable storage medium encoded with instructions to perform the displaying and transferring of claim 1.

47. (*Currently amended*) A computer system comprising:

~~a communication network; and~~

~~a plurality of computers interconnected by the communication network, each computer having installed therein graphic chatroom software, wherein each computer displays a plurality of images, each image representing a user, at least~~

~~one image being owned by an organization and used under contract with said organization.~~

a first computer by a first user represented by a first image provided by an organization, said image characterizing a source of a product or service offered by said organization;

a second computer by a second user represented by a second image; and wherein both of said first and second computers are configured to display a graphic environment acceptable to said organization, said first and second images are animated in said graphic environment that is configured to allow various emotional expressions of said first and second users as well as physical interactions, if desired, between said first and second images to emulate an actual physical interaction between said first and second users.

48. (*Currently amended*) The system of claim 47 wherein said first image was previously used by said organization to identify itself or to identify a product or service offered by said organization.

49. (*Currently amended*) The system of claim 48, wherein said ~~second~~first image comprises a trade mark, trade dress, a trade name or service mark of said organization.

50. (*Currently amended*) The system of claim 48, wherein said organization holds a copyright in said first image.

51. (*Currently amended*) The system of claim 47 further comprising a text message displayed ~~by each one~~ either one or both of the first and second computers and pertaining to marketing, business transaction, or customer service for the organization.

52. (*Currently amended*) A method for users to interact with each other, the method comprising:

an organization using a plurality of images to identify products or services of said organization, each image being owned by said organization;
a plurality of users contracting with the organization for use of said plurality of images, each of said images representing one of said users in a graphic environment that is configured to allow various emotional expressions of said users as well as physical interactions, if desired, among said users by animating corresponding said images to emulate an actual physical interaction among said users;
a computer operated by each user displaying said plurality of images with each image representing one of said users in the graphic environment by moving one of said images towards another one of said images to emulate that one of said users walks towards another one of said users for talking; and
transferring at least one message between said users.

53. (Original) The method of claim 52 further comprising: the organization selling a product to each user prior to said contracting.

54. (Original) The method of claim 53 further comprising: checking if each user has purchased a product of said organization; and performing said displaying only after said checking.

55. (Original) The method of claim 54 wherein: each of said images is of a corresponding plurality of products of said organization; and one of said images represents a user only if said user has purchased said corresponding product.

56. (Original) The method of claim 54 wherein said checking includes: prompting for a password imprinted on packaging of said product.

57. (Original) The method of claim 54 wherein: said product is a doll.

58. (Original) The method of claim 52 further comprising: the organization selling a

product to at least one user subsequent to said transferring.

59. *(Original)* The method of claim 52 further comprising: displaying a list of images to each user for selection of an image to represent said user, said plurality of images forming at least a majority of images described by said list.

60. *(Currently amended)* The method of claim 53 wherein: said there is a list consisting of descriptions of only said plurality of images.

61. *(Original)* The method of claim 52 further comprising: each computer displaying a background image having a theme in common with said plurality of images.

62. *(Original)* A signal encoded in a carrier medium and including instructions to perform the displaying and transferring of claim 52.

63. *(Original)* A computer readable storage medium encoded with instructions to perform the displaying and transferring of claim 52.

64. *(Currently amended)* A method for users to interact with each other, the method comprising:

all users contracting with an organization for use of a plurality of characters having a common theme, each character being owned by said organization and used in a graphic environment in accordance with the common theme representing the organization;

a computer operated by each user displaying said plurality of characters with each character representing one of said users in said graphic environment that is configured to allow said users to express their respective emotional expressions or have physical interactions with each other, if desired, to emulate a real environment, said graphic environment being composed by graphic tiles;
one of said users conducting a conversation by moving a corresponding one of said images towards another one of said image representing an user, and

transferring at least one message between said users.

65. *(Original)* The method of claim 64 further comprising: the organization selling a product to each user prior to said contracting.

66. *(Original)* The method of claim 64 further comprising: checking if each user has purchased a product of said organization; and performing said displaying only after said checking.

67. *(Original)* The method of claim 66 wherein: each of said characters is used with a corresponding plurality of products of said organization; and one of said characters represents a user only if said user has purchased said corresponding product.

68. *(Original)* The method of claim 66 wherein said checking includes: prompting for a password imprinted on packaging of said product.

69. *(Original)* The method of claim 66 wherein: said product is a doll.

70. *(Original)* The method of claim 64 further comprising: the organization selling a product to at least one user subsequent to said transferring.

71. *(Currently amended)* A method of communicating between users, the method comprising:

receiving a plurality of tiles;

repeatedly using at least one tile in said plurality to display a graphic background;

obtaining an image from a business, the image and the graphic background together representing a public impression about the business;

displaying an image over said the graphic background to a first user to represent a second user communicating with the first user such that the first user immediately becomes aware of what the second user is related to; and

transferring a message between ~~said the first and second users, and said second~~
users should neither one of the first and second users be on a black-list maintained
by the business.